K-1

WORLD GRAND PRIX

TEEN

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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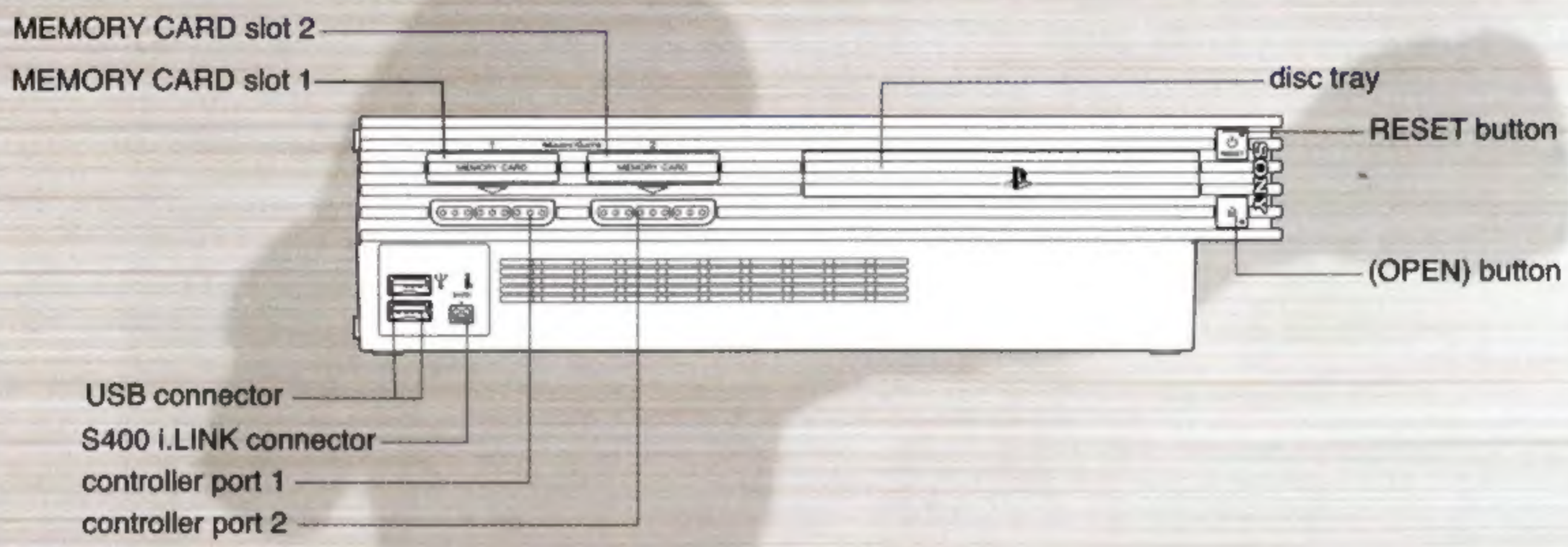
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***K-1 World Grand Prix*** *disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.*

CONTROLLER

DUALSHOCK®2 Analog Controller

The following button controls are the default settings (button configuration Type A). See Button Settings Pg. 11

The game can be played using the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller, or a standard controller. Button commands are the same for all controllers. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

See Vibration Function Pg. 11

CONTROLS

Menu Screen Controls

Directional buttons: select items

✕ button: enter, advance to next screen

△ button: cancel, return to previous screen

Attack Controls

△ button: right punch (RP)

□ button: left punch (LP)

○ button: right kick (RK)

✕ button: left kick (LK)

△ + ○ buttons: Neck Hold

Neck Hold: When close to an opponent, simultaneously press the

△ and ○ buttons (punch and kick of fighter's strong side).

Fighter grasps the opponent and knees and punches the opponent's body.

□ + ✕ buttons: Clinch

Clinch: When close to the opponent, simultaneously press the

□ and ✕ buttons (punch and kick of fighter's weak side).

Fighter closes the distance to the opponent and avoids the opponent's attack.

**The button commands for Neck Hold and Clinch are for orthodox (right-handed) fighters; button commands are opposite for southpaw (left-handed) fighters.*

R2 *button + Attack button: AT combo*
AT Combo: Simultaneously press the **R2** *button and any one of the attack buttons.*

Fighter automatically carries out a combination attack.

AT combo command is not recognized if the directional button is pressed at this time.

R1 *button + Attack button: KO move*
KO Move: Simultaneously press the **R1** *button and any one of the attack buttons.*

Fighter unleashes an attack that is more likely to result in a KO.

**AT combos (automatic combination) and KO Moves are different for each fighter. Also, these moves cannot be used when the fighter has run out of stamina.*

Defense Controls

L1 ***button + directional button: Guard***
Press the directional button up to guard your head.

Press the directional button down to guard your body and legs.

Press the directional button toward your opponent to duck from guarding stance.

Press the directional button away from your opponent to sway from guarding stance.

L1 + **R1** ***buttons: O-Guard***
Press buttons at the same time an opponent attacks to throw the opponent off balance and counterattack.

TAUNT

L2: Taunt
Perform taunt move unique to each fighter.

FIGHTER MOVEMENT

directional buttons/left analog stick: move (all directions)
To step in or out, press the directional buttons twice in same direction. To move diagonally, press the directional buttons in two directions at once (left diagonal movement: simultaneously press up and the right directional button).

Use the directional buttons (or left analog stick) and an attack button or a defense button simultaneously to attack or defend high, middle, or low.

Up directional button (high): attack/defend head
Down directional button (middle/low): attack/defend body or leg

HOW TO GET UP WHEN DOWNED

When downed by head attack:
Press the ⊗ button to stop the pointer.
Stop the moving pointer inside the green zone.
The pointer moves faster when the player HP (Hit Point) level is low.

When downed by a body or leg attack:
Repeatedly press any button until gauge rises to the target point.

The down gauges are displayed after a fighter has been downed by an opponent. Get up off the canvas using the above controls. A fighter that does not rise up before a count of 10 loses by KO.

RULES

The following rules apply for matches in this game.

GRAND PRIX RULES

Challenge Match/First Round:

Five three-minute rounds, three knockdown rule in effect.

Final Round:

Three three-minute rounds, two knockdown rule in effect.

If winner does not emerge after three rounds, the match is extended for a maximum of two rounds.

For Final Round only, three three-minute rounds and three knockdown rule in effect. The match is extended for a maximum of two rounds.

CHAMPION'S REVOLUTION RULES

Challenge Match/First Round:

Five three-minute rounds, three knockdown rule in effect. Downed fighters lose by KO after a 10 count.

Final Round:

Three three-minute rounds, two knockdown rule in effect. Downed fighters lose by KO after a 10 count. If winner does

not emerge after three rounds, the match is extended for a maximum of two rounds.

For Final Round only, three three-minute rounds and three knockdown rule in effect. The match is extended for a maximum of two rounds.

Exhibition Rules

One Night Tournament:

Three three-minute rounds, two knockdown rule in effect. Downed fighters lose by KO after a 10 count.

If winner does not emerge after three rounds, the match is extended for a maximum of two rounds.

For Final Round only, three three-minute rounds and three knockdown rule in effect. Match is extended for a maximum of two rounds.

Super Fight:

The number of rounds (1 to 5) and number of downs (1 to 3) can be freely set. Downed fighters lose by KO after a 10 count. A draw occurs if a winner is not determined after five rounds.

Team Battle:

The number of rounds (1 to 5) and number of downs (1 to 3) can be freely set. Downed fighters lose by KO after a 10 count. A draw occurs if a winner is not determined after five rounds.

Trial Rules

Time Trial Fight:

Five three-minute rounds, three knockdown rule in effect. Downed fighters lose by KO after a 10 count.

Iron Man Fight:

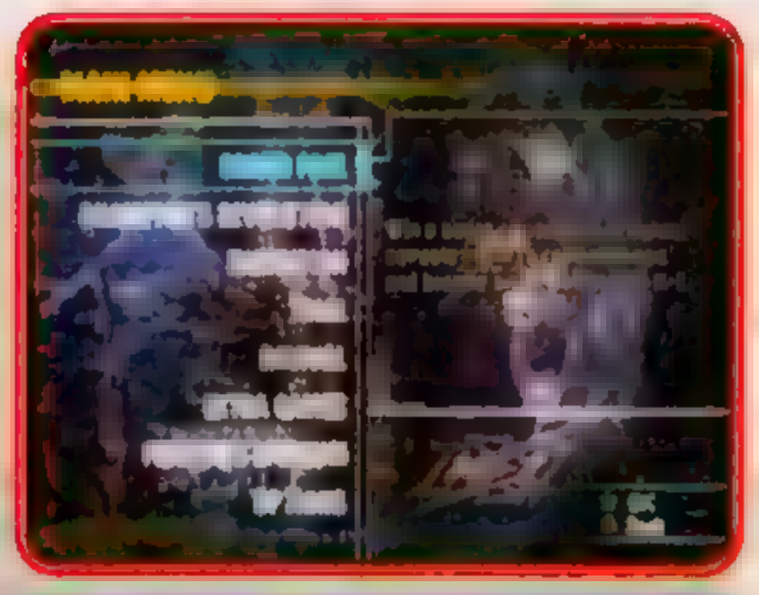
Five three-minute rounds, three knockdown rule in effect. Downed fighters lose by KO after a 10 count.

REVIVAL

Match conditions depend on the match that is being reenacted.

MAIN MENU

Press the START button at the Title Screen to bring up the Main Menu. The game modes are selected from the Main Menu.



GRAND PRIX

In this mode, players participate in the challenge matches, the First Round, and the Final Round on the way to the K-1 championship. See pg. 14

CHAMPION'S REVOLUTION

In this mode, the player develops characters by training and fighting in matches on the way to the K-1 championship. See pg. 14

EXHIBITION

In this mode, players are free to select the match format and opponent, and can play against the CPU, against one another, and can also observe matches. See pg. 19

TRIAL

In this mode, the player aims to break existing match records, such as the match clear time and number of opponents defeated. See pg. 21

REVIVAL

In this mode, famous matches and famous match scenes are reenacted.

You, the player, become one of the fighters. *See pg. 22*

Extra Games

In this mode, various training scenarios and bonus games can be played.

**This mode cannot be played when the game is first started. It is available only after certain conditions have been fulfilled in the Champion's Revolution mode.* See pg. 22

Fighter's Museum

In this mode the profiles and video footage of the K-1 fighters can be viewed. See pg. 22

Options

Change the various game settings and save/load game data.

OPTIONS

From the Options Menu, it is possible to change the various settings and save and load game data.

Game Settings

Set the game parameters of ***K-1 World Grand Prix.***

CPU:

Set the difficulty level of the computer controlled opponents.
**The difficulty level does not apply to Trial or Revival modes.*

Information

Set the display settings for the gauge and timer, and for pre-match entrances.

Gauge: *Turn the life gauge in matches on/off.*
Timer/Info: *Turn display of the timer and information on/off.*
Entrance: *Turn pre-match entrances on/off.*

Configuration

Change the controller settings.

Controller: *Set to 1P/2P.*
Vibration: *Turn vibration on/off.*
Button Settings: *Select either type A, type B, type C, or custom settings.*

**Choose custom to freely set the button settings.*

Sound

Change the in-game sound settings.

Audio: *Set to Stereo/Monaural.*
Japanese Commentary: *Japanese commentary on/off.*
Sound Effects: *Set the realism of the sound effects when fighters are hit to real/game effects.*

Music

Listen to the game music.

Music: *Select the music track to play.*

Save & Load

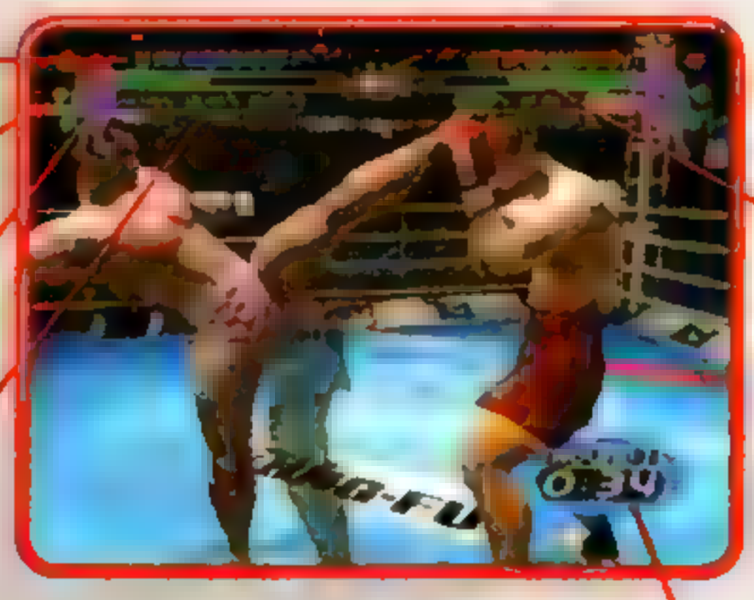
Save and load game data.

Save: *Save game data.*
Load: *Load game data.*
Auto-save: *Turn auto-save on/off.*

**From this screen, save and load can be performed only for system data.*

**Player data can be saved/loaded only in the Champion's Revolution mode and through auto-save when fixed conditions are met.*

THE MATCH SCREEN



Hit Point Gauge

Displays the current player's strength.

Condition Gauge

Displays accumulated damage to head, body, and legs by color (green to red).

Stamina Gauge

Fighter stamina is consumed when a technique is used. When the stamina gauge is reduced to zero, the fighter's attack response drops and he cannot use AT combos or KO moves.

**Stamina is automatically recovered when not attacking.*

Down Marker

"Down" is displayed when the fighter is knocked down.

BETWEEN ROUNDS

Interval Commands

Between rounds, commands for the upcoming round can be input. A command is entered during the time that button selections are shown on the screen.

Commands

△ button: Aim for a KO: *Damage is not recovered, but attacking power is increased.*

◉ ***button: Normal Recovery:*** *Fighter damage is recovered evenly.*

▣ ***button: Body Recovery:*** *Emphasis on recovery of damage to torso.*

⊗ ***button: Low Recovery:*** *Emphasis on recovery of damage to legs.*

**If no button is pushed, then the selection for the ◉ button, Normal Recovery is selected by default.*

THE PAUSE SCREEN

Press the START button during a match to bring up the Pause Screen.

Resume: *Resume the current match.*

Techniques: *Confirm button commands for techniques.*

Control Setup: *Change button settings.*

Throw in Towel: *End the match.*

**When "Throw in Towel" is selected in the Grand Prix mode, the game is ended.*

TECHNIQUES

The Techniques display can be switched between categories for viewing ease.

R1 ***button: Toggle (Switch List):*** *Switch between display of normal moves and KO moves.*

▣ ***button: Rearrange:*** *Press button to rearrange list by command, button, point, and name.*

**"Point" represents area where damage is inflicted. H: head, M: body, L: legs*

Ending a Match

To end a match, press the START button to bring up the pause menu and select "Throw in Towel" and then "Yes" to end match. When you lose a match, "Revenge?" is displayed on the game screen. Select "Yes" to rematch and "No" to end game.

GRAND PRIX

In Grand Prix mode, players participate in the challenge match, the First Round, and in the Final Round on their way to the K-1 championship.

Select Fighter

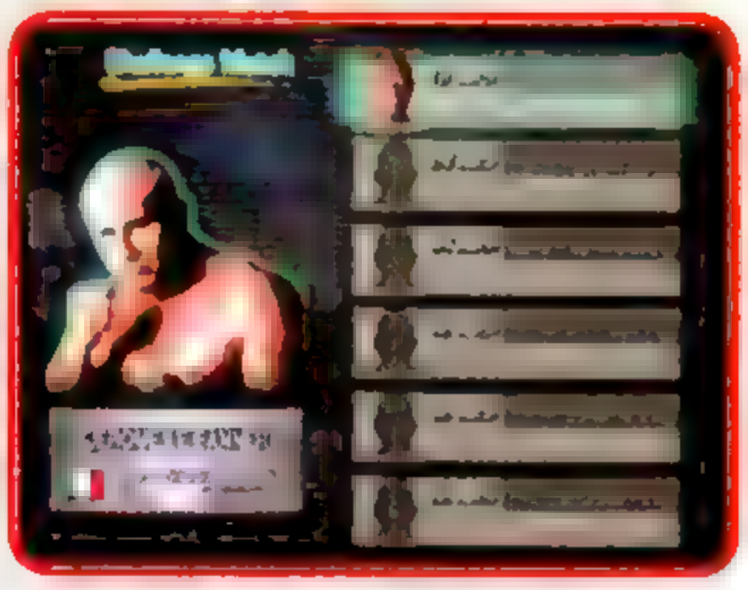
Directional button: *select fighter*

⊗ button: *OK*

△ button: *Back*

Opponent Display Screen

⊗ button: *start match*



CHAMPION'S REVOLUTION

In Champion's Revolution mode, the player develops characters through training and fighting in matches on the road to the K-1 championship.

New Game

Start a new game from the beginning.

Continue

Continue game from previously saved game data. Data in which a character has been developed can be selected to further develop that character.

**Game data in which characters have been developed to the highest possible abilities are highlighted in orange. Also, characters that have been developed can be loaded from the fighter selection screen and played in Exhibition mode.*

Saving and Loading Player Data

Directional buttons: *select player data*

⊗ button: *OK*

△ button: *Back*

Menu and Character Parameter Screen

Switch display with the ■ button to enter fighter abilities.

Fight

Start the match.

Training
Start fighter training.

*See Training Pg. 17 for more information.

Rest
Recover damage to the fighter.

Ranking
See the rankings by category.

Press the L1 or R1 buttons to switch the display.

*These rankings are for the game and change according to match results.

Save
Save game results.

*The game cannot be automatically saved until the Challenge Match is over, even if Auto-save has been turned on.

*Make sure to save before ending the game.

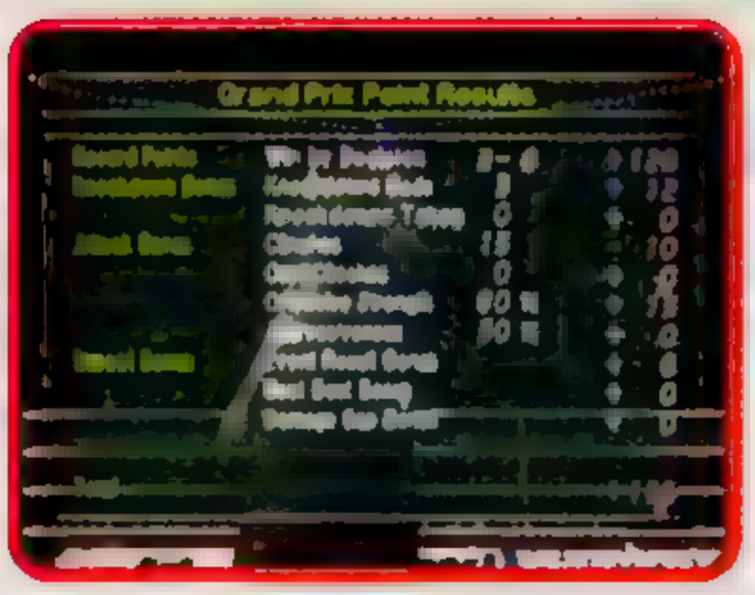
End
End the game.

DEVELOP PARAMETERS
The maximum value of each ability parameter is changed based on the fighter's performance in a match (portion shown in red). By training, the fighter's ability parameters can be raised up to this maximum value (green display is increased).

Note that a fighter's abilities cannot be raised above the highest possible value, even by training.

Point Total

The point total changes depending on fighter performance in a match. If the total number of points is greater than 1000 points, then the fighter earns the right to participate in the First Round.



Training

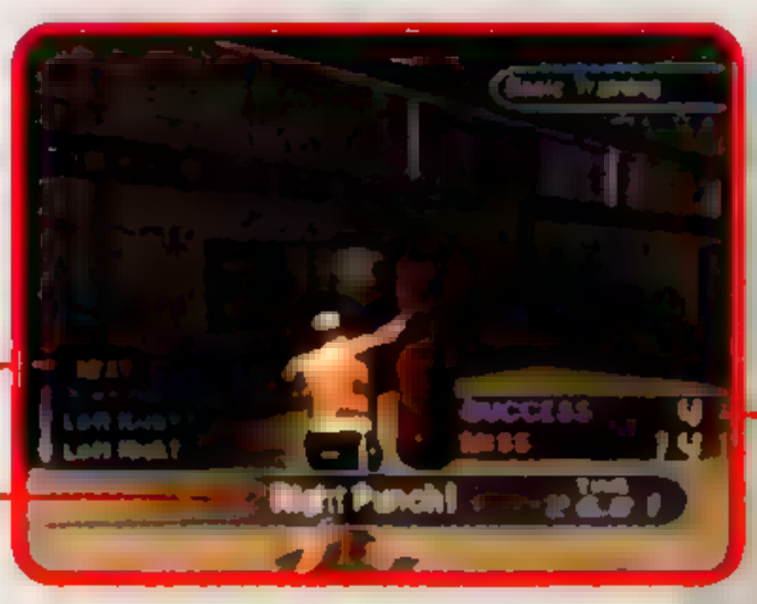
A variety of training options are available. The goal of training is to not only master basic moves and techniques but also to increase a fighter's current ability values.

Power Training

Fighter trains to increase punching power and kicking power.

Response Training

Fighter trains to increase technique accuracy.



Combination Training

Fighter trains to increase combination accuracy.

Defense Training

Fighter trains to increase defensive ability.

Sparring

Fighter trains in a match format.

See The Match Screen, Pg. 12 for more information.

EXHIBITION

In Exhibition mode, the player can freely choose fighters to play in a match. Players can also play against one another. Fighters that have been developed can be loaded and played in Exhibition mode.

**When Random is selected the computer automatically chooses an opponent.*

In this mode only, the fighter's outfit can be changed. Hold down the* **R1 *button while choosing a fighter to change the 1P outfit and hold down the* **R2** *button while choosing a fighter to change the 2P outfit.*

SUPER FIGHT

Play a single one-on-one match.

Directional buttons: *select fighter*

⊗ ***button:*** *OK*

△ ***button:*** *Back*

▣ ***button:*** *switch between player/CPU*

**Press the START button on the 2P controller for the 2P player to enter.*

ONE NIGHT TOURNAMENT

Participate in an elimination tournament consisting of eight fighters.

Directional buttons: select fighter

⊗ ***button:*** *OK*

△ ***button:*** *Back*

▣ ***button:*** *switch between player/CPU*

Team Battle

Create a team to participate in a team match.

Winner Advances

The fighter remaining at the end of a match advances to the next match.

**When selecting fighters, select Nothing to decrease the number of fighters. However, the leader cannot be removed.*

Round Robin

Fighters of the same rank, from the lead-off fighter to the leader, fight against one another.

Rules/Venue Selection

Set the number of rounds, the number of downs, and fighter endurance.

Round(s): *Set the number of rounds in the match from 1 to 5*

Down(s): *Set the number of knockdowns allowed before TKO from 1 to 3*

Endurance: *Set the level of endurance for each fighter independently to balance an uneven match-up.*

Select Venue: *Select a venue from Tokyo Dome, Saitama Arena, Fukuoka Arena, Nagoya Stadium, Las Vegas, or Random.*

TRIAL

In Trial mode, player fights against the clock in Time Trial Fight, and tries to defeat as many opponents as possible in Iron Man Fight.

TIME TRIAL FIGHT

Player attempts to defeat 12 opponents in the shortest time possible.

Total time shown at the bottom left of the screen.

**It is possible to continue after losing, but the total match time is carried over.*

IRON MAN FIGHT

Try to defeat as many opponents as possible.

This mode is ended when the fighter loses.

RANKING

View the records for Time Trial Fight and Iron Man Fight.

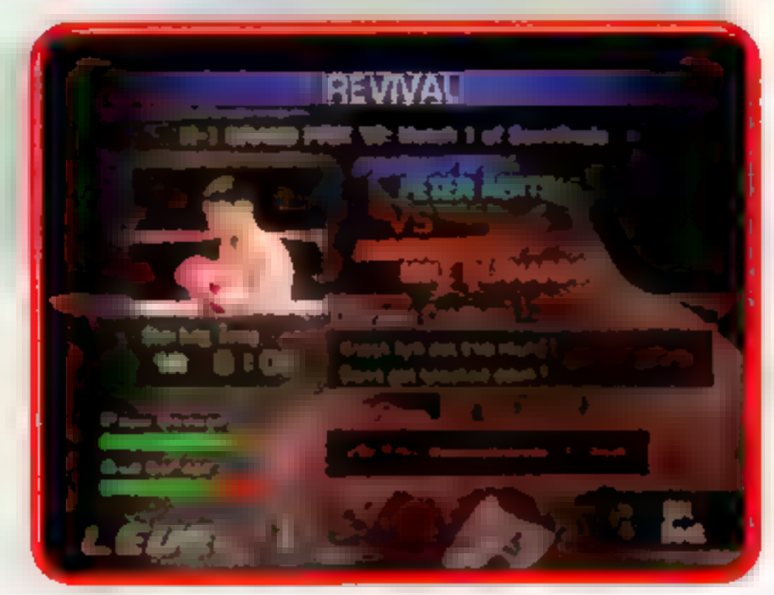
UP/DOWN directional buttons:
scroll

LEFT/RIGHT directional buttons:
switch record

REVIVAL

In Revival mode, famous matches and famous scenes that have actually taken place are reenacted. Matches are cleared by fulfilling certain conditions that must be met.

**Initially only Level 1 can be selected. When all matches in the level have been cleared the next level can be selected.*

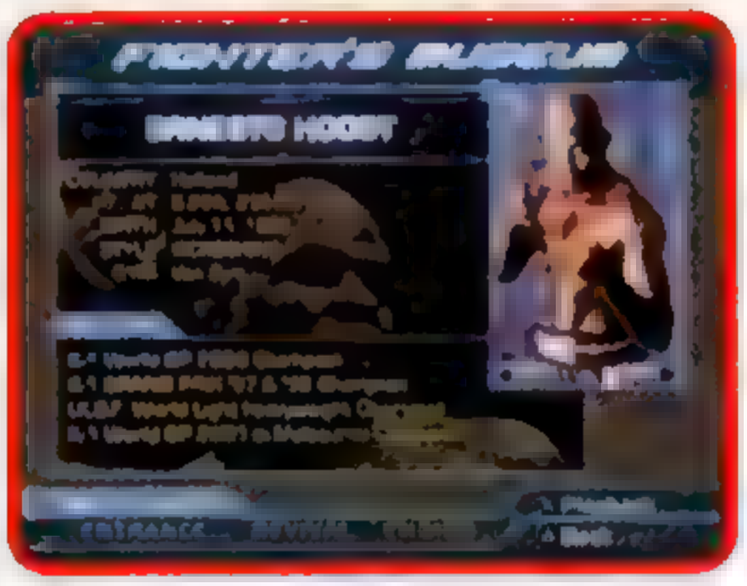


EXTRA GAMES

In this mode, various training scenarios and bonus games can be played.
**This mode cannot be played when the game is first started. It becomes available after certain conditions have been met in Champion's Revolution.*

FIGHTER'S MUSEUM

In the Fighter's Museum, information on the K-1 fighters and videos can be viewed.



Fighter Menu

L1 and R1 buttons: *switch fighter image*

⊗ button: *Playback Movies*

△ button: *Back*

**Movies can be viewed only after certain game modes have been cleared.*

SAVING AND LOADING

Choose the Save and Load selection from Options to save, load, and auto-save.

SAVE

Save game data.

Select either MEMORY CARD slot 1 or slot 2 and save data.

**This save only applies to system data. Player data can be saved by selecting Save in the Champion's Revolution mode.*

LOAD

Load game data.

Select either MEMORY CARD slot 1 or slot 2 and load data.

AUTO-SAVE

When auto-save is turned on, game data is saved automatically.

**Auto-save corresponds to MEMORY CARD slot 1 only.*

**Note that player data is automatically saved only after the Challenge Match is over.*

SYSTEM DATA

At least 147 KB of available space is necessary to save game data.

Please do not remove the memory card (8MB)(for PlayStation®2) or turn off the main component while data is being loaded or saved, as this may result in loss of data.

THE K-1 FIGHTERS

Meet the K-1 fighters and learn their moves. For additional information about each K-1 fighter, see the Fighter's Museum Mode from the Main Menu.

A detailed list of all fighter moves can be viewed by calling up Techniques from the Pause Screen during a match.

Attack buttons are abbreviated.

***LP:** left punch*
***LK:** left kick*
***RP:** right punch*
***RK:** right kick*

Arrows indicate a direction on the directional button.

**The directional buttons and the left analog stick can both be used. Diagonal arrows can be entered by pressing two directions on the directional button at the same time. (For example, the diagonal arrow ⬆ means that ➡ and ⬆ on the directional button should be pressed simultaneously.)*

Commands shown are for when the fighter is on the left side of the screen (fighter's right side is shown).

For more information about the K-1 fighters, see the Fighter's Museum from the Main Menu.

ERNEST HOOST

Holland / Vos Gym / Kickboxing

Born: *July 11, 1965*
Height/Weight: *6'2", 235 lbs*

Titles:
K-1 World GP '97, '99, 2000 Champion

Orthodox (right-handed)

Normal Moves:
Hook: ⬆, *LP*
Short Body: ⬇, *LP*
Straight: *RP*
Uppercut: ↘, *RP*
Low Kick: ↘, *LK*
Knee Kick: ⬅, *LK*
Front Kick: *RK*
Middle Kick: ➡, *RK*

KO Moves:
Straight: R1 + *LP*
Body Straight: R1 + ⬇, *RP*
Knee Kick: R1 + *LK*
Step-in Low Kick: R1 + *RK*

AT Combos:
Jab – Straight – Low Kick: R2 + *LP*
Jab – Straight – High Kick: R2 + *RP*
Right Left Hook – Uppercut: R2 + *LK*
Jab – Straight – Body – Low Kick: R2 + *RK*

JEROME LE BANNER

France / Boerboel & Tosa Gym / Boxing

Born: *December 26, 1972*
Height/Weight: *6'2", 270 lbs*

Title:
I.S.K.A. Super World Heavyweight
Muay-Thai Champion

Southpaw (left-handed)

Normal Moves:
Straight: *LP*
Hook: ⬆, *LP*
Jab: *RP*
Short Body: ⬇, *RP*
Quick Kick: ⬆,*LK*
Low Kick: ↘, *LK*
Front Kick: *RK*
Side Kick: ➡, ➡, *RK*

KO Moves:
Banner Straight: R1 + *LP*
Step-in Hook: R1 + *RP*
Middle Kick: R1 + *RK*
High Kick: R1 + *LK*

AT Combos:
Step-in Hook– Left Right Hook – Uppercut: R2 + *LP*
Straight – Hook – Straight: R2 + *RP*
Straight – Jab – High Kick: R2 + *LK*
Step-in Jab – Straight – Jab – Straight: R2 + *RK*

MARK HUNT

New Zealand / Liverpool Kickboxing Gym / Kickboxing

Born: *March 23, 1974*
Height/Weight: *5'8", 280 lbs*

Title:
K-1 World GP 2001 Champion

Orthodox (right-handed)

Normal Moves:
Jab: *LP*
Body Hook: ⬇, *LP*
Hook: ⬆, *LP*
Uppercut: ↘, *RP*
Front Kick: *LK*
Middle Kick: ➡, *LK*
Quick High Kick: ⬆, *RK*
Low Kick: ↘, *RK*

KO Moves:
Step-in Hook: R1 + *LP*
Step-in Straight: R1 + *RP*
Left Knee Kick: R1 + *LK*
Right Knee Kick: R1 + *RK*

AT Combos:
Step-in Jab – Straight – Low Kick: R2 + *LP*
Jab – Straight – Right Knee Kick: R2 + *RP*
Long Hook – Right Left Hook – Uppercut: R2 + *LK*
Jab – Straight – Body – Low Kick: R2 + *RK*

MIRKO CRO COP

Croatia / Cro Cop Squad Gym / Boxing

Born: *September 10, 1974*
Height/Weight: *6'1", 225 lbs*

Title:
I.K.B.F. World Full Contact Heavyweight Champion

Southpaw (left-handed)

Normal Moves:
Straight: *LP*
Uppercut: ↘, *LP*
Jab: *RP*
Step-in Jab: →, →, *RP*
Middle Kick: *LK*
Step-in Low Kick: ↘, *LK*
Quick High Kick: ↑, *RK*
Axe Kick: ↑, ↑, *RK*

KO Moves:
Step-in Straight: R1 + *LP*
Overhand Hook: R1 + *RP*
Left High Kick: R1 + *LK*
Right High Kick: R1 + *RK*

AT Combos:
Jab – Straight – High Kick: R2 + *LP*
Long Hook – Hook Right –Left Long Hook: R2 + *RP*
Straight – Jab – High Kick: R2 + *LK*
Step-in Straight – Jab – High Kick: R2 + *RK*

MUSASHI

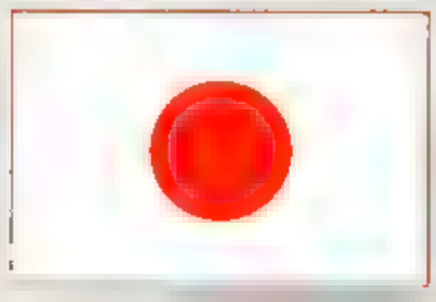
Japan / Seido Kaikan / Karate

Born: October 17, 1972
Height/Weight: 6', 220 lbs

Titles:
K-1 Japan GP '99, 2000 Champion

Stance Switcher

*When stance is switched, left and right buttons are reversed.



Normal Moves:

High Straight Punch: LP
Short Body: ⬇, LP
Hook: ⬆, RP
Front Kick: LK
High Kick: ⬆, LK
Switch Middle Kick (switch move): ➡, RK / ➡, LK
Musashi Back Middle Kick (switch move): Sway, RK / Sway, LK
Switch Stance: LK + RK (Simultaneously)

KO Moves:

Middle Punch: R1 + ⬇, LP
Looping Hook Punch: R1 + RP
Musashi Middle Kick: R1 + LK
Jumping Knee Kick (switch move): R1 + RK / R1 + LK

AT Combos:

Straight – Hook: R2 + LP
Straight – Low Kick: R2 + RP
Straight – Jab – Front Kick: R2 + LK
Straight – Middle Kick: R2 + RK

PETER AERTS

Holland / Mejiro Gym / Kickboxing

Born: *October 25, 1970*
Height/Weight: *6'3", 233 lbs*

Titles:
K-1 Grand Prix '94, '95, '98 Champion

Orthodox (right-handed)

Normal Moves:
Jab: *LP*
Uppercut: ↘, *LP*
Straight: *RP*
Short Body: ↓, *RP*
Front Kick: *LK*
Low Kick: ↘, *LK*
High Kick: ↗, *RK*
Knee Kick: ←, *RK*

KO Moves:
Long Hook: R1 + *LP*
Step-in Straight: R1 + *RP*
Step-in Middle Kick: R1 + *LK*
Step-in High Kick: R1 + *RK*

AT Combos:
Jab – Straight – Low Kick: R2 + *LP*
Long Hook – Chopping Right: R2 + *RP*
Jab – Straight– Knee Kick: R2 + *LK*
Jab – Straight– High Kick: R2 + *RK*

RAY SEFO

New Zealand / American Present Boxing Gym / Kickboxing

Born: *February 15, 1971*
Height/Weight: *5'9", 232 lbs*

Title:
K-1 World GP 2000 Finalist

Orthodox (right-handed)

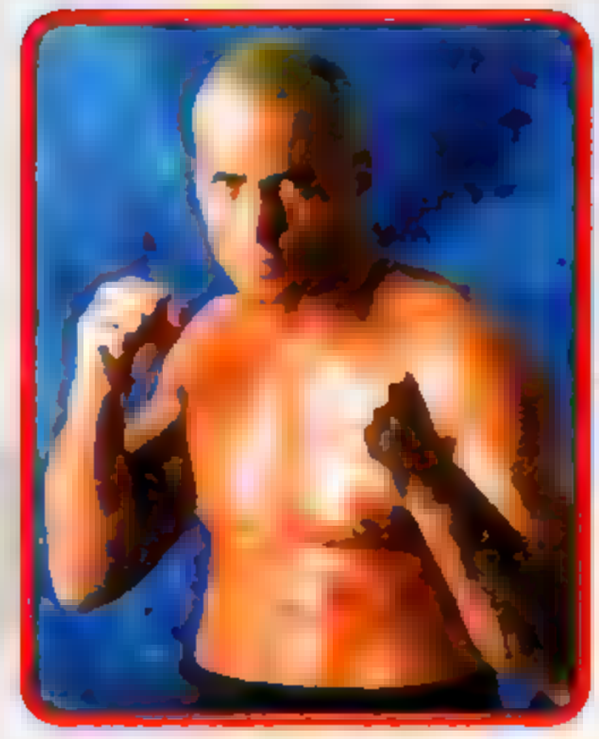
Normal Moves:
Jab: *LP*
Body Hook: ⬇, *LP*
Hook: ⬆, *RP*
Ducking Uppercut: *Duck,* ↘, *RP*
Quick High Kick: ⬆, *LK*
Quick Low Kick: ⬇, *LK*
Middle Kick: *RK*
Knee Kick: ⬅, *RK*

KO Moves:
Step-in Hook: R1 + *LP*
Boomerang Hook: R1 + *RP*
Low Kick: R1 + *LK*
Step-in Low Kick: R1 + *RK*

AT Combos:
Step-in Jab – Straight – Low Kick: R2 + *LP*
Jab – Straight– Middle Kick: R2 + *RP*
Right Left Hook – Boomerang Hook: R2 + *LK*
Jab – Right Left Hook– Boomerang Hook: R2 + *RK*

STEFAN LEKO

Germany / Master's Gym / Kickboxing



Born: *June 3, 1974*
Height/Weight: *6'1", 211 lbs*

Title:
K-1 World GP 2001 in Las Vegas Champion

Orthodox (right-handed)

Normal Moves:
Jab: *LP*
Uppercut: ↘, *LP*
Short Body: ↓, *RP*
Backhand Blow: *Sway, RP*
Quick High Kick: ↗, *LK*
Step-in Middle Kick: →, →, *LK*
Middle Kick: *RK*
Knee Kick: ←, *RK*

KO Moves:
Long Hook: R1 + *LP*
Corkscrew Blow: R1 + *RP*
Low Kick: R1 + *LK*
Step-in High Kick: R1 + *RK*

AT Combos:
Jab – Straight – Low Kick 1: R2 + *LP*
Jab – Straight– High Kick: R2 + *RP*
Jab – Straight – Low Kick 2: R2 + *LK*
Left Right Straight – Long Hook – Straight: R2 + *RK*

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NOTES

NOTES

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L2 - Taunt

L1 - Defense

directional buttons - Move Fighter/ Aim Attack or Defense

left analog stick - Move Fighter/ Aim Attack or Defense

SELECT - Switch Camera Angle

START - Pause

R2 - Combination + Attack Button

R1 - Knockout Blow + Attack Button

△ - Right Punch

○ - Right Kick

✕ - Left Kick

□ - Left Punch

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